

# the STAR WARS

# ROLEPLAYER

July 2002

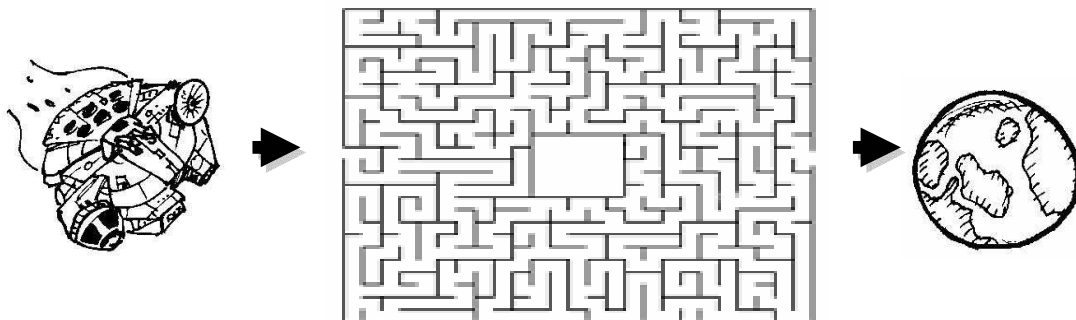
Volume 1, Number 2

## Contents:

1	Editorial/Puzzle/Rogues Gallery: Tech Experts
2	An Epic Way to Role Play
3-4	Random Encounter: Birt's Taxi Service
5	Galaxy Guide to the Ishi Tib
6-7	Special Ops: Force Defender/ Comic

Here we are, at the second issue of My Gamer! You'll notice however that the name has been changed. (Just to avoid copyright problems.) You may also notice that we are a little larger. I hope you remember that the point of

this magazine is to be small, but jam packed full of QUALITY articles that really do help you play and game master better. Also this issue has some fiction, as well as a maze. Can you transport the shipment of droid parts on time? AS always feel free to send your ideas. I will include them if I can. Oh, and you'll see a new serial article here, Not Random Encounters, it is kind of my answer to long tedious adventures that I am not going to be able to do every issue – so enjoy! - **DM**



## Rogues Gallery: Tech Experts

These folks can be found everywhere, as doctors, mechanics, or scientists. Often times they can help your group by providing specific services not found elsewhere. Whether you are in need of a droid programmer, or a seasoned surgeon, here are a few.



## An Epic Way to Role Play

By Darrel Miller

**I**n this series of articles I hope to help you create truly memorable Hero Stories for your group. The basic information upon which I will build is taken **directly** from the Smithsonian Magic of Myth website.

There they detail very briefly the main points most Myths contain. What I intend to do is provide you with ideas, and an example, of how these could be incorporated into your role playing game.

First main point:

### The Call to Adventure

*In mythology, the hero's journey begins with the "call to adventure." Destiny's herald is usually someone or something fairly ordinary--a frog, a deer in the forest, or in this case a humble droid--that carries an important message for the one who is prepared to receive it.*

*As the **Star Wars** story begins, a battle in space rages between the evil powers of darkness (the Galactic Empire) and the forces of good (the Rebel Alliance). Princess Leia sends a plea for help to Jedi Knight Obi-Wan (Ben) Kenobi on the planet of Tatooine. The hand of Fate, in the form of Jawa traders, brings her message to Luke Skywalker, a young farmboy. When Luke sees the message hologram, he is drawn into a quest to rescue the Princess and ultimately to save the galaxy*

At this point there are a couple of ways you could pursue this epic. Let us say your group is not interested in playing their characters from the beginning, as ordinary professionals. But want to start off right into the action, in media res.

That is what back stories can do for you. When writing their back story you would have your player indicate how and where they were ordinary, and what it was that called them to become something more than just another person.

On the other hand, if you and your players wanted to start at the beginning, you could have them create and play a Professional class character. After all, Luke Skywalker's story started at the beginning, from his point of view the story was not in media res. Both Leia and Kenobi's stories, however, were started in the middle.

I mention using Professional classes because they are ORDINARY people. The classes presented in the beginning of the Revised Core Rulebook are listed as HEROIC classes. Since your character would not be heroic as an ordinary person, it stands to reason that to start with your character should be a professional.

#### Here is my example:

Warogg is a 1<sup>st</sup> level force using thug. He is learning to be a simple shaman for his tribe. Upon wandering into a desert he finds danger and a mysterious beeping cylinder. Returning to his master he learns that the cylinder is a device that talks, and that it contains a recorded message. Though he cannot speak the language, his master, convinced the message is important, sends him to another Shaman to learn the message.

As you can see, Warogg is a normal person (uh pig) he receives the Call to Adventure from something quite ordinary, at least to the rest of the Universe. From this point we will consider the next step in an epic:

A WISE AND HELPFUL GUIDE, stay tuned.

## Random Encounters

by Darrel Miller

Its early, you had a great game laid out. Your players would meet the crime boss, haggle about cargo prices, dodge blaster fire and zip through an interplanetary mine field. And it would take them 2 or 3 hours just to meet the crime boss. Or so you hoped. In fact they ended up through all of that in less than 1 ½ hours. What is a Game Master to do?

Well in the past we have resorted to Random Encounters. Which is okay, if all you want to do is attack thugs or some such thing? But I don't find that very rewarding, and kind of a cheap way to keep the players occupied. Plus, if they blast through those, what is next, more thugs, maybe a Wampa or another creature.

That is why I thought, hey, what if encounters could be individually wrapped, a placed ready for you to heat and plop into any adventure? They could be mini-adventures in themselves, with distinct and independent goals. In fact they could start an entire new adventure.

Beyond that however, is the fact that some of us just can't improvise very well, even though we are the masters of the universe (or so to speak.) And in a pinch wouldn't it be nice to have something to fall back on that has character and purpose? Sure. If nothing else it means you have more time to spend on other things.

So here we go. I used this Random Encounter with my Star Wars Separatist group. Originally they were going to fly themselves to an important location. Problem was that they had no air-taxi. So out of the blue a taxi driver showed up and for about 15 minutes my characters were in a life or death situation. So here is the encounter in full.

### **Background:**

The GM can use this whenever the players are in need of transport. Rather than just say, "you get a taxi and get to your location" now you can say "hold on to your hats".

Birt is an ancient Ithorian Air-Taxi pilot. He has been flying the airways of your chosen city or planet for uncountable years. In his old age he has gotten a little crazy, but he is still very skilled.

### **Stayin Alive, Stayin Alive...**

The PCs hitch a ride on an air-taxi and end up taking the ride of their lives.

The city is alive, like a bee hive on a spring after noon. Here and there merchants and consumers haggle for goods. Above you air cars zig and zag back and forth along invisible lanes. But you need to be on your way, and you need to be off quickly. Sticking up your hand you wave for a passing taxi. A few zoom past you; cursing them you continue to wave you arm. Vainly you await a ride. Just as you despair of ever catching one's attention, one begins to slow down and head for you position.

As the air taxi gets closer you notice that it has been in service for quite some time. The bumpers have had all their paint scratched off. Elsewhere rust has invaded. What remains of the paint is an eyesore too. Red and green patches, with a yellow hood. Landing an old Ithorian, with a service cap setting cockeyed on his head, pokes his head out.

"You fellas need a ride?"

Now the fun begins. The Ithorian is named Birt. He has been plying these lanes for many many years, and has grown a tad eccentric. He questions the PCs about where they want to go, and will answer questions about his rates. He charges 20 credits for most places, but 30-50 credits for dangerous places. You'll have to decide what Birt considers dangerous, based on your current adventure.

After all the PCs have hopped aboard he asks to make sure they are safe and tells them to buckle up. He gives them a few moments then blares his radio and steps on the gas.

Turning quickly Birt winks at the PCs and gives them the thumbs up. He punches a few keys and the relative silence of the cab is shattered by the blaring sounds of the Ithorian Blues Brass Band.

Suddenly you are yanked backwards as the air-taxi leaps forward from its resting place. Like a bullet from a gun the taxi tears into the river tide of air traffic.

Birt is not intentionally going to harm the PCs. This is just the way he drives, fast and footloose. He will be making many turns and decelerations, so your players will have many opportunities to hang on for dear life. There are straps to hold on to, as well as seat belts. If the PCs are wearing seat belts then they need not worry, otherwise they could be in some trouble.

Describe this whole scene however you want. Keep in mind that the PCs will be tossed around, on top of each other, or maybe, just maybe end up hanging out the window. It all depends on how funny, or devilish you feel! To avoid such mishaps the players should make checks against their Dexterity. Any losses and your characters end up hurt, piled on, or hanging out the window. Most of the checks are at a DC 10, but modify them if you FEEL the need.

If attacked, Birt will not fight back, but will throw the steering wheel out the window. This may surprise the PCs, but it's not a big deal as Birt has modified the taxi to accept verbal commands as well. In the past he has had to deal with people attacking him and he has found that throwing the steering wheel out the window stops all his problems. In fact if that happens he will intentionally say nothing letting those attacking him believe they are going to crash. At the last moment he will give a verbal command and the ship will dive to the ground. This action will push all attackers into the back of the taxi on a failed Reflex Savings Throw of DC 18.

Once on the ground Birt asks for his money and with a quaint wave blasts off to the thunderously loud tunes of the Ithorian Blues Bass Band.

So much for a ride in the park – XP 300

**Birt** Male Ithorian Expert 3; Init 1; Defense 12; Spd 10m; VP/WP 0/14; Atk: melee 2 ranged 2; SQ; SV, Fort 2, Ref 2, Will 4, SZ M; FP 1; DSP; Rep 0; Str 12, Dex 13, Con 14, Int 13, Wis 12, Cha 10

**Equipment:** Air Taxi, Blaster (3d6)

**Skills:** Computer Use 7, Entertain 4, Gather Information 4, Knowledge (City Streets) 5, Pilot 9, Profession (Taxi Driver) 4, Craft (air-taxi) 5

**Feats:** Gear Head, Blaster Pistol

#### **Birt's Air-Taxi**

**Class:** Air speeder

**Crew:** 1 (Normal +2)

**Size:** Large (5 m long)

**Initiative:** +2 (-1 Size, +3 w/Birt)

**Hyperdrive:** none

**Maneuver:** Special (Birt's pilot skill)

**Passengers:** 3 (he frequently carries more)

**Defense:** 14 (-1 size, +5 armor)

**Cargo Capacity:** 50 kg (see passengers)

**Shield points:** 0

**Maximum Altitude:** 1000 m

**Hull Points:** 20 (DR 5)

**Cost:** not for sale

**Maximum Speed in Space:** n/a

**Atmospheric Speed:** 190 km/h (3 squares/action)

**Weapons:** none

**Notes:** Birt has installed an old droid processor into the air-taxi. He has programmed it to respond to various verbal commands, in the event that the he is unable to pilot the taxi. Below are listed a few commands and what Birt has programmed the taxi to do when it hears the commands. He has also modified it to respond more easily to his control, thus making his piloting skill the basis for maneuver.

**Lum** – climb straight up to maximum height at maximum speed

**Droo** – dive bomb at maximum speed    **Pos** – Stop, now

**Veer Lof/Rut** – Turn sharply lof (left) or rut (right)

## Holonet Guide to Ishi Tib

By Chris Emerson

**Appearance:** The Ishi Tib are an amphibious species with rough green skin. They have yellow eyes, which protrude from their head on two eyestalks. The eyestalks extend from their head at angle, which gives them a wide field of vision, in low-light conditions and underwater. They have sack-like cheeks with gills in them and a large, powerful beak, capable of cracking open hard shells. They have two highly sensitive nostrils on their beak, which function underwater and on land. Their amphibious bodies have a drawback: every 30 hours they must enter a saltwater solution similar to their home planet's oceans. If they don't, their skin will dry out and they will bleed to death.

**History:** The Ishi Tib come from the planet Tibrin, where they evolved from large fish that jumped up onto the coral reef to escape from predators. They have built and grown their cities from the coral, and grow seaweed, fish, and crustaceans for food under the water. They have become patient and calculating, and the few that leave Tibrin act as executives and managers.



**Society:** The Ishi Tib live in small communities of less than 10,000 individuals each. Each year a new governor is elected to manage and represent a community. Families don't exist on Tibrin, reproduction is based on the needs and resources of the community. Ishi Tib don't know who their relatives are, because fertilized eggs are laid anonymously and then raised by the community. Even though Ishi Tib are quiet and intelligent, they are prone to primal, violent outbursts.

### Ishi Tib Species Traits:

- +2 Int, -2 Con. Ishi Tib are smart and calculating, but aren't very hardy.
- Medium-sized. Ishi Tib suffers no size penalties.
- Ishi Tib base speed is 10 meters.
- Breathe underwater: As amphibious creatures, Ishi Tib can't drown in water. They have +4 species bonus on Swim checks.
- Low-light vision: Ishi Tib can see twice as far as a Human in dim light (such as moon light). They retain the ability to distinguish color and detail under these conditions.
- +2 species bonus on Search and Spot checks: Ishi Tib can see in a larger arc than a Human, and in sharper detail.
- Skin maintenance: Ishi Tib must immerse themselves in a special saltwater solution once every 30 hours. After 30 hours of non-immersion, an Ishi Tib loses 1 point of Constitution per hour until being immersed in the solution. He regains Constitution at the rate of 1 point per hour of immersion in the solution. If water is available, an Ishi Tib can make an adequate amount of the solution for 100 credits. The solution can be reused for up to one standard year.

Automatic languages: Speak and Read/Write Ishi Tib and Basic.



## Special Ops: Mystic Defender

By Salvador P. Ortega

The Jedi of the Old Republic were not the only sect of Force users dedicated to defending the innocent from the perils of the Dark Side. On forgotten planets, ancient worlds and for those who do not hear the call of the Jedi; the Force compels many Force Adepts to become Force Defenders. Augmenting their combat skills at the expense of a deeper understanding of the Force, countless worlds still call upon these brave souls when the Dark Side looms.

### Requirements

To qualify to become a Force Defender, a character must fulfill the following criteria.

**Base Attack Bonus:** +4

**Skills:** 5 ranks in any 3 Force skills, Knowledge (Dark Side) +4; See Force +4

**Feats:** Force Sensitive; Control; Sense; Alter

**Special:** Tainted characters cannot gain this prestige class. Progress cannot be made in this class if the character becomes tainted or dark.

### Game Ruler Information

**Vitality:** Force Defenders gain 1d8 vitality points per level. The character's Constitution modifier applies.

### Class Skills

The Force Defenders' class skills, and the key ability for each skill, are as follows (see Chapter Four for skill descriptions.):

Climb (Str), Craft\* (Int), Jump (Str), Knowledge\* (Int), Intimidate (Cha), Ride (Dex), Search (Int), Spot (Wis), Swim (Str), Treat Injury (Wis), Tumble (Dex)

\* This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Craft (starships), Knowledge (sabbac), and Profession (doctor).

**Skill Points at Each Additional Level:** 4 + Int modifier

### Class Features

All of the following are features of the force defender prestige class

### Starting Feats

The Force Defender gains the following feats:

Armor (Light)

Exotic Weapon Proficiency (choice- appropriate to planet)

### Dark Side Sense

Because of their noble nature, the Force Defender is able to detect the Dark Side more easily. Whenever a Force Defender uses Sense based Force skill against a Dark Sider (Or anyone with Dark Side points), add



the number of Dark Side Points the opponent has to the Defender's roll. This applies only to Sense based Force skills.

### Force Weapon

See Force Adept power. This is stackable with the Force Adept ability.

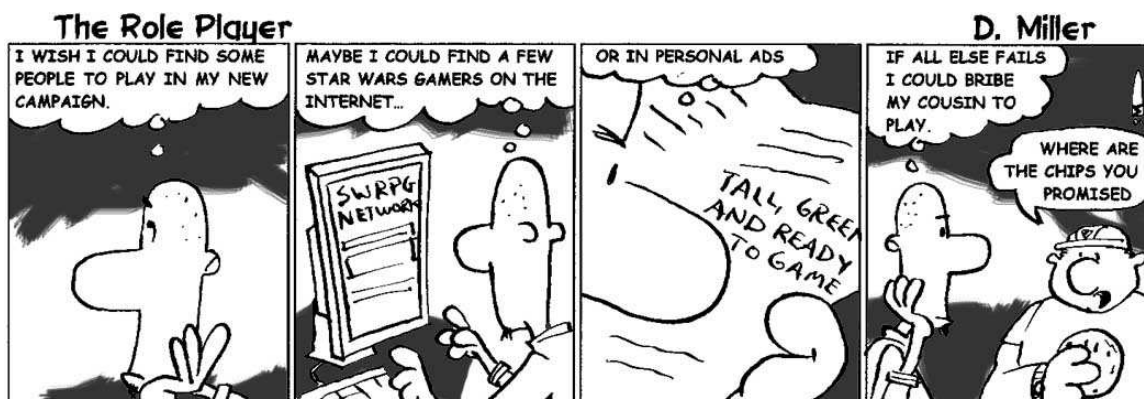
### Bonus Feat

Chosen from the Soldier's list of Bonus Feats

### Force Save

Add this number to any Save or defensive roll vs. Force skills directed against the Defender in an offensive manner.

Level	BAB	Fort Save	Ref Save	Will Save	Special	Defense Bonus	Reputation Bonus
1 <sup>st</sup>	+1	+2	+2	+1	Dark Side Sense, Force Weapon +1d8	+2	+0
2 <sup>nd</sup>	+2	+2	+3	+2	Bonus Feat	+2	+1
3 <sup>rd</sup>	+3	+3	+3	+2	Force Save +2	+3	+1
4 <sup>th</sup>	+4	+4	+4	+2	Bonus Feat	+3	+1
5 <sup>th</sup>	+5	+4	+4	+3	Force Save +3	+4	+1



ALL STAR WARS MATERIAL IS THE PROPERTY OF GEORGE LUCAS. I AM NOT MAKING ANY MONEY ON THIS PRODUCTION, NOR ASKING ANY. I AND THOSE HELPING ME ARE JUST HAVING FUN EXPANDING THE ROLE PLAYING POSSIBILITIES OF THE STAR WARS UNIVERSE.